

## **Guidelines for papers (VUA YOUTH session, Gödöllő)**

### **Papers for the Conference should be written in English.**

Authors are kindly asked to follow the technical instructions below:

- The articles must be edited with Microsoft Word for Windows editor software. Times New Roman (size 12), justified, paper format A4. The suggested length of paper is 20-25 pages, including figures, summary and references. Papers will be published in a conference proceeding.
- Margins 2.5 cm left, top, bottom and right. Single spacing and justified alignment. Centered alignment should be applied for the authors and addresses. Authors (full names and surnames) size 12 points, addresses size the same 12 points, italic.
- Subtitles lowercase, bold, size 12 points. Start of a section/paragraph in text should not be indented by the tabulator; paragraphs should be separated using the enter key.
- Papers should contain the title, name author(s) (in one line), authors' addresses (1 line for each address), abstract (please use the reviewed abstract), introduction, material and methods, results and discussion, conclusions and references.
- If all authors are not from the same institution, this should be marked by superscripts.
- Tables, graphs and photographs must be incorporated into text. Numbers and titles of tables should be written above the tables, bold and centered, source should be left aligned written below the table. Illustrations and figures are also numbered, with the numbers and titles (bold) and the source written below figures which are also centered.
- References should contain only literatures used in the text, in numbered alphabetical order.
- At the end of the article the authors' data should be written in italic: The authors name, course, year, the University's/Faculty's name, address, and the authors' e-mail address.

**WE KINDLY ASK AUTHORS TO FOLLOW THE INSTRUCTIONS AND USE THE ATTACHED TEMPLATE FOR PAPER SUBMISSION.**

Please send it to [Nagy.Henrietta@gtk.szie.hu](mailto:Nagy.Henrietta@gtk.szie.hu)